

INSTRUCTION BOOKLET

KIRBY 64™

The Crystal Shards

NEED HELP WITH INSTALLATION,
MAINTENANCE, OR SERVICE?



Nintendo®

AUTHORIZED REPAIR CENTERS™
1-800-255-3700

www.nintendo.com

EmuMovies

Nintendo®

NINTENDO OF AMERICA INC.
P.O. BOX 957 REDMOND, WA 98073-0957 USA

PRINTED IN U.S.A.



WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.



All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.®

Thank you for selecting the Kirby 64™: The Crystal Shards Game Pak for the Nintendo® 64 system.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.

NEED HELP WITH A GAME?

For free, automated game play tips and news, call Nintendo's Power Line at:

1-425-885-7529

This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

1-900-288-0707 (U.S. \$1.50 per minute) **1-900-451-4400** (Canada \$2.00 per minute)

6 a.m. - 9 p.m. Pacific time, Monday - Saturday, 6 a.m. - 7 p.m. Sunday

Callers under age 18 need to obtain parental permission to call (prices subject to change)



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or comments about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

© 2000 Hal Laboratory, Inc./Nintendo

™, © and the "N" logo are trademarks of Nintendo of America Inc.

© 2000 Nintendo of America Inc.

Contents



About the Controller
The Crystal Shards...
Controlling Kirby
Getting Started

2
4
7
8

Beginning Your Quest 10
Kirby's Abilities 12
Kirby's Copy Ability 15
Power Combos 16
Inhaling and Exhaling 18



Exciting Discoveries! 19
The Bonus Game and Mini-Games 20
Friend or Foe? 22
Warranty & Service Information 25



© 2000 Hal Laboratory, Inc./Nintendo

™, © and the "N" logo are trademarks of Nintendo of America Inc.

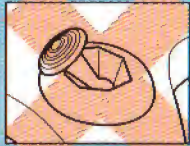
© 2000 Nintendo of America Inc.

The Nintendo® 64 Controller

Control Stick Function

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument; make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair CenterSM.



Holding the Nintendo 64 Controller

While playing the Kirby 64 game, we recommend you use the hand positions shown on the left. By holding the controller like this, you can operate the + Control Pad freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons.

Connecting the Nintendo 64 Controller

Up to four players can play this game. Connect each player's controller to the appropriate controller socket on the front of the Control Deck. Beginning on the left, the sockets are for Player 1, Player 2, Player 3 and Player 4. You cannot start the game if the first controller socket is empty.

If you change the connection during the game, you will need to either press RESET or turn the power OFF to make the connection active.

You must use two, three or four controllers in order to play the 2-, 3- or 4-player game modes.



N64 Rumble Pak™

This game is compatible with the Rumble Pak accessory. Before using it, be sure to read the Rumble Pak accessory instruction booklet carefully. Make sure that the Control Deck is OFF when inserting or removing the Rumble Pak accessory.

The Crystal Shards...

In a distant corner of the galaxy, fairies lived peacefully on the planet called Ripple Star. But then one day, a mysterious black cloud appeared and surrounded the peaceful planet. The cloud, a sinister force known as Dark Matter, had come in search of the fairies' secret treasure—their shining Crystal.

?



The fairies look skyward as their peace is about to be shattered.

!?



The strange black cloud approaches, spreading across the sky in an instant...

!!



...and Ripple Star is suddenly engulfed by Dark Matter!

4

A fairy named Ribbon knew that dreadful things would come to pass if Dark Matter gained control of the powerful Crystal. She grabbed the shining stone and escaped from Ripple Star—just before the planet was completely engulfed.

But as Ribbon fled, three dark clouds split from the mass of Dark Matter to chase her through space. And when they caught up with her and attacked, the fairies' crystal shattered into tiny shards, which dropped like falling stars onto the many planets in the solar system.

To protect the precious crystal, Ribbon grabs it and flees from Ripple Star as Dark Matter descends.



But the nifty fairy is pursued and attacked. The crystal is shattered, and its shards scatter across the solar system.



Meanwhile, a familiar figure sits gazing at the night sky, lost in thought...



5

Still holding one of the Crystal Shards, Ribbon fell onto the planet called Pop Star, where—perhaps by fate—she ran smack in to Kirby. After hearing her desperate plight, Kirby resolved to help Ribbon recover all of the Crystal Shards.

When he sees Ribbon's sad and troubled face, Kirby decides to help her recover the Crystal Shards.



And so begins Kirby's latest adventure!



See page 12 for information about Kirby's abilities.

L & R Button

L • **R**

- LIFT an inhaled enemy or a Power Star
- Press a second time to THROW the lifted object into the air

+ Control Pad

- Press **←** or **→** to WALK
- Quickly press **←** or **→** twice to RUN
- After inhaling something, press **+** to SWALLOW or COPY
- Press **↓** to DUCK
- When standing on a ledge, press **↓** to JUMP DOWN

C Buttons

START

- PAUSE (See page 12.)

A Button

- JUMP
- After jumping, FLY
- SWIM when underwater
- Press the A Button and **+** on the + Control Pad to SLIDE

B Button

- THROW an enemy or a Power Star
- EXHALE after inhaling an object
- After copying an ability, ATTACK with your Special Power
- INHALE when Kirby doesn't have a Special Power or Power Combo

Getting Started

1 Turn the Power ON

Properly insert your Kirby 64 Game Pak into the N64 Control Deck and turn the power ON. After a moment or two, the Cinema Screen will appear, followed by the Title Screen.



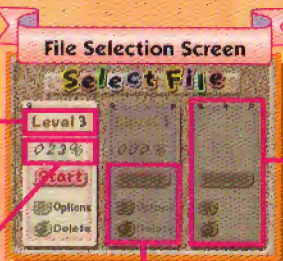
2 Select a File

Press START on the Title Screen to display the File Selection Screen. After choosing a file and starting a game, your game data will automatically be saved to the file you chose. Use the + Control Pad to select one of the three save files. Next, press up or down on the + Control Pad to scroll through the menu selections and press the A Button to confirm a selection. Below are explanations of the different menu displays and selections.

This box shows how far you've gotten in your adventure.

This box shows the percentage of Crystal Shards you've collected. Look high and low to collect all the shards for a total of 100%!

You can't recover deleted data, so be careful when deleting!



If a file is empty, a file number will appear where the "Start" selection normally is.

Menu Choices Available:

- Start — Begin your game.
- Options — See the next page for details.
- Delete — Delete the file's saved data.

Crystal Clue!

Exercise Your Options

From Mini-Games to Special Settings

Mini-Games

▶ Test your skills with three wacky, multi-player Mini-Games! (See page 21 for more information.)

Enemy Info



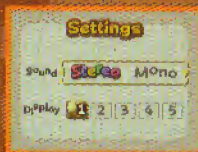
▶ View Info Cards for each enemy character. If you get a card in one of the Bonus Games at the end of each stage, that card's data will show up under Enemy Info. (See page 20 for more on the Bonus Game.) Boss Cards will appear only after you defeat each boss. Each new card flashes until you take your first peek at it. As you build your collection, you may end up getting duplicates of cards you already have, so the remaining cards can be really hard to get your hands on! It takes a true Kirby collector to find all the cards!

Theater

▶ Come to the Theater to see your favorite Kirby movies again and again. Use the + Control Pad to scroll through the movies you've seen in the game, then press the A Button to play one. Question marks will show up for movies you haven't seen, and you won't be able to replay those until you've seen them in the game.



Settings



Sound

▶ Press ← or → on the + Control Pad to switch between Stereo and Mono.

Display

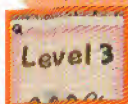
▶ Press ← or → on the + Control Pad to select one of the five display settings.

When choosing the Stereo setting, be sure that your N64 is properly connected for stereo output.

Beginning Your Quest

1 Choose a Planet

Choose "Start" on the File Selection Screen to make a map of the planets appear. Press left or right on the + Control Pad to select a level, then press the A Button to go to that planet. At first, Pop Star will be the only planet you can choose.



The level displayed on the File Selection Screen represents a planet on the map.

2 Choose a Stage

First, choose a planet, then choose the area on that planet that you want to go to. Use the + Control Pad to move the crayon. After you select a stage, press the A Button to begin your journey!



You can visit any stage pictured here.

When you select a stage with the crayon, a Crystal Card will be displayed. Only crystals you have found will be colored; crystals you haven't found will simply be outlined. When you first visit a stage, all of the crystals will be outlined. The die on the Crystal Card indicates the stage number. A skull indicates a boss stage.

Move the crayon to select a stage. If you choose the picture of the planet in the top-left corner, you'll return to the map.

Do you know how to use Kirby & Copy ability?
Nope...

The very first time you play Kirby 64, you'll see the screen on the left. If you choose "Nope," an explanation of Kirby's abilities will appear.

Cystal Clue! Return to cleared stages and levels at any time!

You can go back to any stage or level you've cleared whenever you want, and you'll certainly want to if you clear a level without finding all the Crystal Shards. You can even go back to just challenge yourself all over again!



3 Keep your eyes peeled for the Crystal Shards!

You must dodge and defeat each of your enemies as you work your way through the different stages, but don't forget that the object of your quest is to recover all of the Crystal Shards. Pop Star's first stage is a perfect example of the quest that lies ahead...



Dodge and defeat enemies as you go, but keep your eyes open for crystals!



Powerful enemies will try to stop you!



Oh, NO! Dark Matter takes control...



Fight your friend to free him from Dark Matter.



Once free, he'll join your cause.

The Bonus Game will be the last step in clearing Stage 1. After you finish the Bonus Game, you'll be able to go on to the next stage. Once you defeat the boss on Pop Star's final stage, you can continue to the next planet!

Kirby's Abilities

Kirby is a cool character of many talents.

The Game Screen

Before you play, you'll need to understand the Game Screen.

- Top Row: Kirby's Vitality Meter
- Bottom Row: Star Meter (See page 19.)

In a boss battle or guard battle, the Star Meter becomes the enemy's Vitality Meter. (Guards are the big enemies inside rooms—you have to beat them to move on.)

The Game Screen



Kirby's Remaining Lives

When Kirby copies an enemy ability, its Special Power symbol will be displayed here. When Kirby copies two abilities for a Power Combo, symbols will show up on both the left and right.

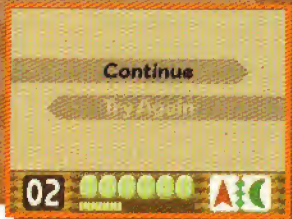
Special Powers



Crystal Clue!

Pressing **START** during game play...

Press **START** during your game to display the Pause Screen on the right. Choose "Continue" to return to your game in progress. Choose "Try Again" to exit the current stage and return to the planet map.



Kirby's Actions

The Basics

Master Kirby's basic skills first.

+ Control Pad (↑)

- Swallow (After inhaling)
- Duck (When standing)
- Jump down (When standing on certain ledges)

+ Control Pad (↑ and ↓)

- Walk
- Dash (Double-tap)

L or R Button or C Buttons

- Lift (After inhaling or copying)
- Throw into the air (After lifting)

+ Control Pad + A Button

- Slide



A Button

- Jump (When standing)
- Swim (When underwater)
- Fly (When in midair)

B Button

- Use your Special Power (After copying)
- Swallow
- Throw (After lifting)
- Exhale (After inhaling)

Simple Attacks

Here's how Kirby attacks when he has no Special Powers

On Land or Underwater

Press the B Button once to inhale an enemy or block, then again to exhale, shooting it back out. This is Kirby's most basic attack. If you inhale two or more at the same time, then exhale, they combine to create an enemy-piercing blast!



In Midair

B Button



Press the B Button while Kirby is flying to shoot an air blast. It's not very powerful, but it's better than nothing.

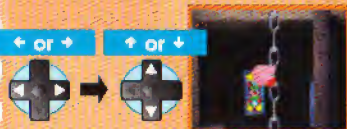


Climbing

These moves come in handy in certain spots.

Grab a pole or ladder → Climb + or +

Climb onto a ledge



Press the A Button to let go of a pole or ladder.

A Button



Crystal Clue!

Friends in Need

In some stages, you'll have to ride down a mine track or on a raft with a friend. You may even have to ride on a friend's back to get where you're going!



Introducing Kirby's Cutting-Edge Copy Ability!

The Copy Ability

When it comes to swallowing enemies with Special Powers and copying their powers for his own use, Kirby is unmatched! It doesn't do any good to swallow enemies that have no Special Powers, though.



The Copy Ability

Here's how you copy enemy abilities.

Crystal Clue!

Don't lose hard-earned Special Powers!



Press the B Button to inhale an enemy that has a Special Power.



Press + on the + Control Pad to swallow that enemy.



You've copied the Special Power! Now press the B Button to use it!

Once you copy a Special Power, you won't lose it if you travel to a new stage or planet. If you take a hit from an enemy, though, you may lose your Power Star—and the copied power. If you inhale and swallow that Power Star again, you'll regain the same Special Power.



Power Combos

Kirby's copy ability has evolved!

Power Combos

If Kirby manages to copy two Special Powers at the same time, he gains a powerful ability called a Power Combo. Combine different Special Powers for entirely different Power Combos, or combine two of the same Special Powers for a super-powered version of that ability!



The Needle-Cutter Combo!

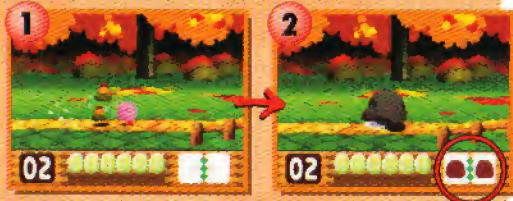
Four Methods for Obtaining Power Combos!

Four common methods for gaining Power Combos are detailed below. When you want a combo, choose the easiest method based on your current status.

Power Combos Method 1

Simultaneously swallow two enemies that have Special Powers.

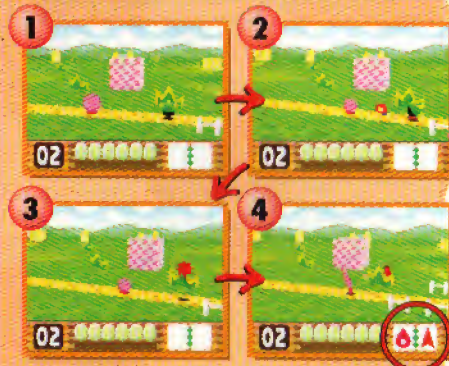
- 1 Inhale two enemies that have Special Powers in one big breath.
- 2 Next, swallow both enemies to gain the Power Combo!



Power Combos Method 2

Shoot one enemy into another.

- 1 Inhale an enemy with a Special Power.
- 2 Exhale, shooting that enemy out so that it hits another enemy.
- 3 After colliding, the two will transform into a Combo Star.
- 4 Inhale and swallow the Combo Star to gain that Power Combo!



Power Combos Method 3

Throw one enemy into another.

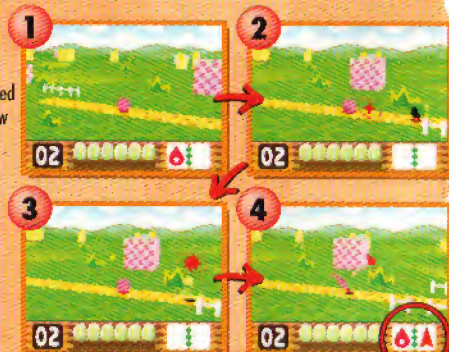
Inhale an enemy with a Special Power, then press the L or R Button to lift the inhaled enemy. Next, press the B Button to throw that enemy into another enemy that has a Special Power.



Power Combos Method 4

Throw a Power Star at an enemy.

- 1 Copy one enemy's Special Power.
- 2 Press the L or R Button to Lift the copied Special Power's Power Star, then throw it at another enemy.
- 3 After colliding, the two will transform into a Combo Star.
- 4 Swallow the Combo Star to copy that Power Combo!

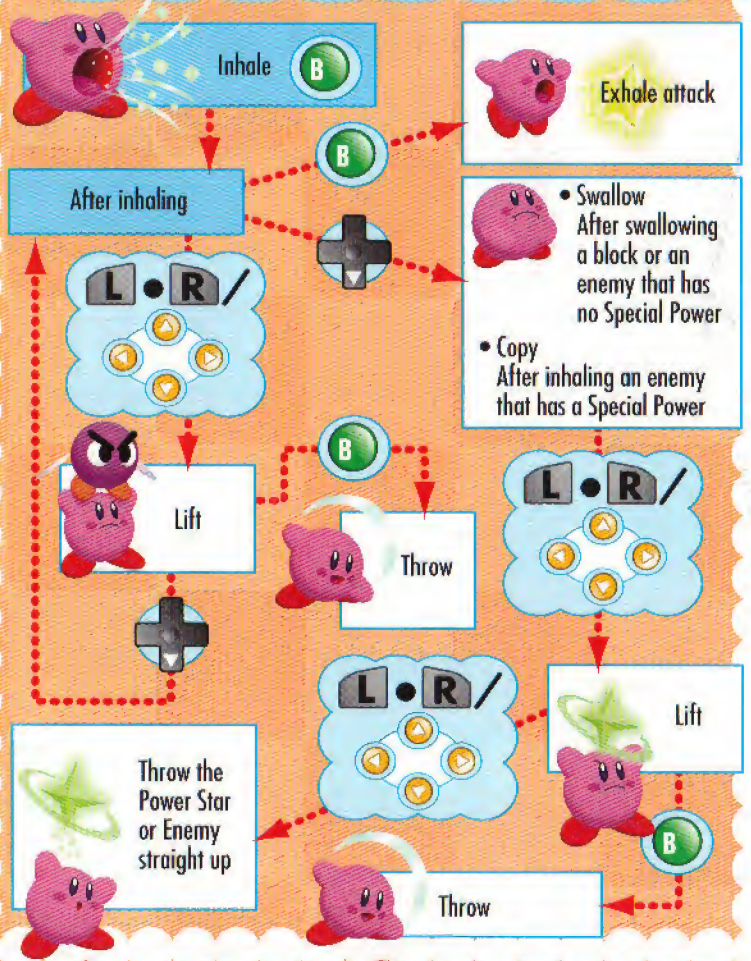


Crystal Clue!

If you throw a Combo Star, it'll blast through any enemies in its way, but then it will vanish.

Inhaling and Exhaling

Here's what you can do after inhaling.



Exciting Discoveries!

Make the most of the items you find!

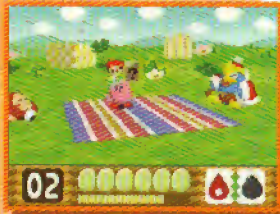
<p>When Kirby's tired... ▼ ...eat to regain strength!</p>	<p>Tomato This is Kirby's favorite snack. Eat this miracle fruit to regain all your strength!</p> 
<p>Eat any one of these to recover a little strength.</p> <p>Ice Cream Bar </p> <p>Cake </p> <p>Sparerib </p> <p>Sandwich </p>	<p>Green Stars Green ones are worth 3 Yellow Stars. (You can find these only in Bonus Games.)</p> 
<p>Collect these... to get something good!</p> <p>Yellow Stars Collect 30 to earn an extra life!</p> 	<p>Blue Stars Blue ones are worth 10 Yellow Stars! Return to a place where you found a Crystal Shard to get one of these!</p> 
<p>Red Stars Red Stars are worth 5 Yellow Stars. (You can find these only in Bonus Games.)</p> 	<p>1-UP When you grab one of these, you'll automatically get an extra life!</p> 
<p>Very... important items!</p> <p>Invincibility Candy Kirby becomes invincible! (...for a little while.)</p> <p>Info Card Collect Enemy Info Cards in Bonus Games.</p>	

The Bonus & Mini-Games

Now it's time to relax and have a little fun!

The Bonus Game

Test your broad jump skills in the Bonus Game at the end of each stage. It's a very simple game—you just aim for the item you want, then make Kirby jump toward it. You'll find stars, recovery items and Info Cards, which you can then view under Enemy Info on the Options menu. (See page 9.)



The Bonus Game Getting What You Want

- 1 Kirby will look left and right. The moment Kirby faces the item you want, press the A Button. That's how you choose the direction he'll jump!
- 2 After you choose a direction, Kirby will start swinging his arms forward and back. Press the A Button when Kirby swings his arms back to make him jump far. If you press the A Button when he swings them forward, he'll jump only a short distance. Consider the distance to the item you want, and take care when timing your jump!



Press the A Button when Kirby faces the item you want!



Press the A Button again after figuring distance.

Crystal Clue! What happened???

If Kirby doesn't land on an item, you won't get anything! Don't miss!



The Mini-Games

Choose the "Mini-Game" selection under "Options" on the File Selection Screen to play one of three Mini-Games. Up to four people can play, so challenge your friends!



NOTE: When playing with two or more human players, you'll need one controller for each player.

The Bonus Game Getting Ready

First, choose the Mini-Game you'd like to play. Next, choose the number of human players (see box) and which characters the players will control. At first, the only computer skill level you will be able to choose will be Easy, but once you take first place, you will be able to choose the next-highest difficulty setting and do battle against even tougher computer-controlled opponents!

The Mini-Games will always have four contestants. If there are only one, two or three human players, the remaining contestants will be controlled by the computer. The characters the computer controls are determined randomly.



100-Yard Hop

- A Hop 2 Spaces
- B Hop 1 Space



Carefully hop to the finish line. Watch out for puddles and frogs!

Bumper Crop Bump

- + A Bump Opponents
- + Move



Catch the falling food in your basket. Use the + Control Pad and A Button when it's time to bump someone!

Checkerboard Chase

- A Drop Blocks
- + Move



Get the drop on your opponents! When all the others have fallen five times, you win!

If you set a new record in a Mini-Game, that record will automatically be saved. The stars on the Results Screen indicate the number of times you took first place. The stars will disappear when you quit playing.





Friend or Foe?

Finally, it's time to introduce the cast of characters!



Kirby
Kirby, naturally, is the hero of this tale. Kind and jolly by nature, he turns tough-guy to lend his storied talents to the imperiled fairies of the Ripple Star planet. Surely he'll be able to recover the Crystal Shards.



Ribbon
A fairy from Ripple Star, Ribbon escapes the planet with the fairies' Crystal, only to fall victim to a Dark Matter ambush. When she loses control of the Crystal, she turns to Kirby for help.



King Dedede
Long-time rival King Dedede finds one of the missing Crystal Shards on his castle grounds. Whatever will he do with it?



Waddle Dee
Kirby cohort Waddle Dee gets himself in gobs of trouble when he happens upon another of the powerful Shards.

Adeleine
Adeleine, an aspiring young artist, comes to Pop Star to study art but finds herself in the middle of a Dark Matter mess.



NOTES

Large empty rectangular area for taking notes, framed by a decorative border.

IMPORTANT:

WARNING: Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international copyright laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact your local authorized Nintendo retailer.

The contents of this notice do not interfere with your statutory rights.

This manual and other printed matter accompanying this game are protected by domestic and international copyright laws.

The rental of this game without permission of Nintendo or its licensees is strictly prohibited.

For further information or assistance, please contact:
Nintendo Consumer Assistance Hotline 1-800-255-3700 (U.S. and Canada) or your local authorized Nintendo retailer.

Rev. B

WARRANTY & SERVICE INFORMATION:

You may need only simple instructions to correct a problem with your product. Try our web site at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 9 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone or with the troubleshooting information available on-line, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER™. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME PAK & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (Game Paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our web site at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this booklet.

This warranty is only valid in the United States.

Rev. L